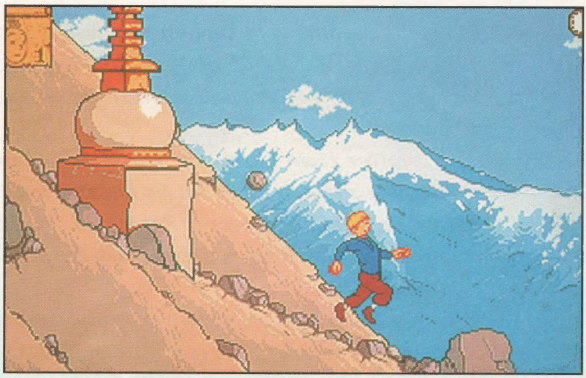
SNSP-AT6P-UKV

Tintin in Tibet

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INFOGRAMES™



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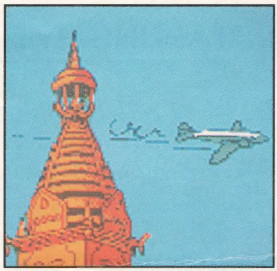
THE STORY

Tintin is on holiday in Switzerland with Captain Haddock. They are at their hotel when Tintin learns that a DC3 of the Patna-Katmandu line was caught in a violent storm and crashed against the Gosain Than range.

Later, Tintin receives a letter from Chang, the friend he had met and saved from drowning during a trip to China. In his letter, Chang writes that he is coming to Europe after a stopover in Katmandu. This is when Tintin realises that Chang was one of the passengers in the plane crash and becomes very worried.

Tintin knows there is very little hope of finding any survivors, but cannot accept the fact that his friend may have met his end in this terrible catastrophe. He therefore decides to leave immediately for Tibet in the hope of saving Chang...

THE CONTROLS



THE CONTROL PAD:

- To move the cursor in the various menus
- To move Tintin
- To pick up and put down objects

B BUTTON:

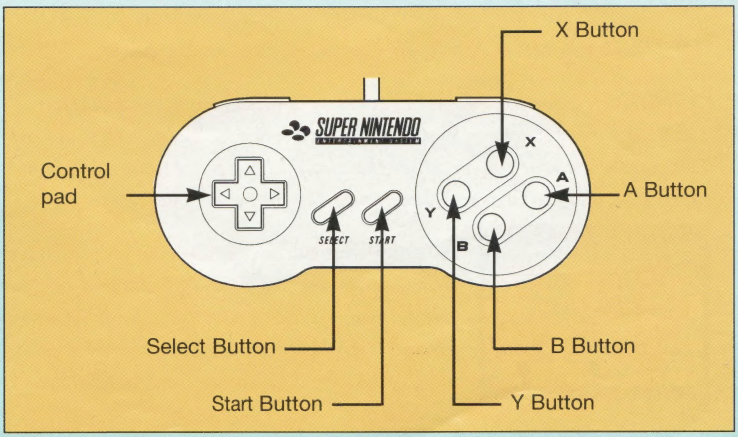
- To jump
- To play the film sequences

Y BUTTON:

- To throw or use an object
- To run

START BUTTON:

- To start the game
- To pause the game
- To go directly to the next level without viewing the film sequences



STARTING THE GAME

To set off with Tintin in order to rescue Chang, insert the TINTIN IN TIBET cartridge in the SUPER NINTENDO ENTERTAINMENT SYSTEM game console and turn the machine ON.
In succession, you will then see the following screens displayed: Copyright, language choice, the Infogrames logo and then the game introductory screen. To move from one screen to the next, press START until you reach the SELECTION MENU where you have two choices:

★ **GAME:** *if you select this option, you start a game.*

☆ **OPTIONS:** *Move around in this menu with the control pad and press on the A, X, Y or B buttons to confirm your selection.*

This menu is used to modify the following settings:

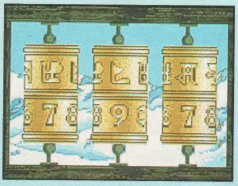
THE DIFFICULTY LEVEL: *Easy, Medium or Difficult*

MUSIC: *Stereo or Mono*

MUSIC: *On or Off (you can listen to music or turn it off)*

TEST MUSIC: *you can listen to all the music files in the game.*

PASSWORD: *If you have played previously and you have been given a password represented by three prayer-wheels, select this option. This password will let you start the game at the point where the password was given instead of beginning the game all over again.*



To enter the password: Select each prayer-wheel using the right or left arrows on the control pad. Select a sign with the up or down arrows on the control pad. To confirm the password, press the B Button or the Start Button.

THE SCORE BAR

The score bar provides you with the following information:

TINTIN'S FACE: *it is located in the upper left corner of the screen on a parchment. The number next to Tintin's face indicates the number of remaining lives you have.*

THE PARCHMENT: *each time that Tintin is hit, the parchment rolls up. The fourth time that Tintin is hit, you loose a life.*

THE CLOCK: *a clock is displayed in the upper right corner of the screen and indicates how much time you have left to finish a level. When the hand has gone around the dial once, the clock will spin for a few moments. If you have not finished the course, you loose a life.*

THE ICE-AXE: *during the game, you will find an ice-axe that lets you manoeuvre easily in dangerous situations. When this object is in your possession, it will be displayed in the lower left corner of the screen.*

THE ROPE: *during your adventure, you will need a rope to cross over difficult spots. When you have acquired this object, it will be displayed in the lower left corner of the screen.*

THE BALL: *don't forget the ball. When you have collected this object, it will be displayed in the lower left corner of the screen.*

POSSIBLE ACTIONS

WALKING: *press left or right on the control pad.*

RUNNING: *press the Y Button and right or left on the control pad.*

BENDING: *press down on the control pad.*

JUMPING: *press the B Button.*

MAKING A LONG JUMP: *run and press the B Button.*

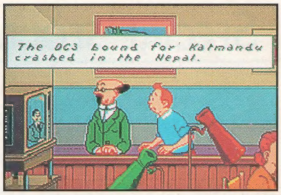
CRAWLING: *bend down and press right and left on the control pad.*

PICKING UP OR PUTTING DOWN AN OBJECT: *press down on the control pad.*

GOING FROM THE BACKGROUND TO THE FOREGROUND OF THE SCREEN: *press down on the control pad.*

SWIMMING: *use the control pad.*

SPEAKING TO A CHARACTER: *go near to the character whom you wish to speak to and the dialogue will begin. Press the B Button to see the entire exchange with the character in question.*



USING THE ICE-AXE: *for this function, refer to the SPECIAL SEQUENCES section (i.e., the cave).*

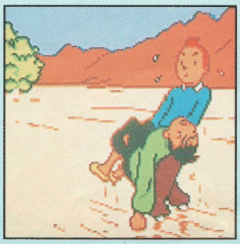
BONUSES

During your adventure you can collect one of the following bonuses:

this bonus gives you one life point.

this bonus gives you additional time to finish a level.

this bonus gives you an additional life.

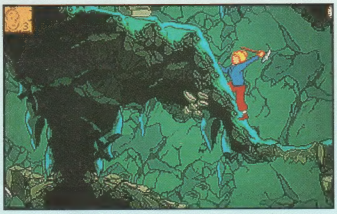


SPECIAL SEQUENCES

THE WRECK

The adventure with Tintin will take you to the wreck of the aeroplane that crashed. Don't forget, when going through this level, to fully explore the wreck and to talk with all the characters that you meet.

THE CAVE



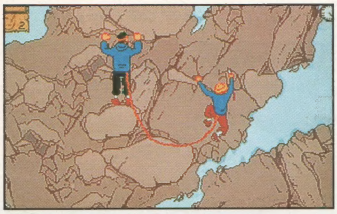
To be able to move through the cave, you will have to use a ice-axe that was given to you in the previous screen. Here are some of the controls you need to use it:

DRIVING THE ICE AXE INTO A ROCK FACE: *press left or right on the control pad.*

CLIMBING THE ROCK FACE: *when you are close to the wall, use the upper arrow on the control pad and the Y Button.*

DRIVING THE ICE AXE INTO THE GROUND: *bend down and use the Y Button.*

THE CLIFF



You are going to have a great adventure with the goal of taking Tintin and Captain Haddock to the top of a cliff where you are surrounded by danger. This screen, then, lets you direct the two characters. Be alert, and be sure to have Tintin and Captain Haddock advance in such a way that they are always close to each other. In order to climb up the rock face in the safest possible condition, proceed as follows:

SWITCHING BETWEEN TINTIN AND CAPTAIN HADDOCK *(and vice versa)*: to change the character whom you are controlling, use the B Button.

MOVING ON THE ROCK FACE: use the control pad.

SECURING A CHARACTER BY DRIVING IN THE ICE AXE: as soon as Tintin drives his ice axe into the rock face, he secures Captain Haddock and vice versa. To drive in the ice axe, press the Y Button. Be careful, because if Tintin drives in the ice axe and then remains motionless for a few seconds, the ice axe pulls itself out.

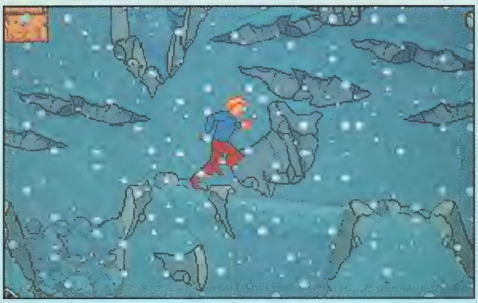
SECURING A CHARACTER WHILE CLIMBING ON A LEDGE: as soon as Tintin climbs on to a ledge and faces you, holding the rope in his hand, he secures Captain Haddock (and vice versa).

If Captain Haddock secures Tintin, then Tintin can swing (and vice versa).

SWINGING: *Tintin, secured by Captain Haddock, can swing on a taut rope in order to move sideways from one wall to another. In order to do this, let Tintin go down as much as possible pressing down on the control pad in such a way that the rope is completely taut. At this point, Tintin will start swinging automatically. In order to have him grab hold of the point you want, press the Y Button.*

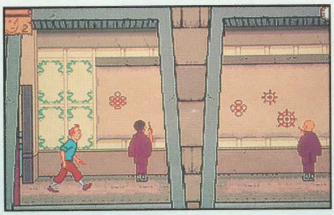
THE STORM

Beware of the wind, it be dangerous. But, it can also be an "ally" if you take the time to see the direction it's coming from.



THE MONASTERY

After having survived a horrible storm and walked for three days in a row, you will reach a monastery where you will have many tasks to perform. In this screen you must accept the invitation of the monks who will ask you to replicate rhythms on drums. You must help them put their large library, containing vast amounts of books, in order. You will have to position signs in a specific order, and to do this you must observe the monastery attentively. You must find the bell that matches the sound a monk has you listen to... You also must not disturb the monks' prayers, as they're walking through the temple, and how to cleverly avoid them.

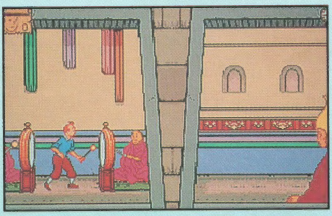


TO DIRECT TINTIN TO A DRUM: *press left or right on the control pad.*

TO BEAT A DRUM: *press the Y Button.*

TO PICK UP AND PUT DOWN BOOKS: *press down on the control pad.*

TO PICK UP AND PUT DOWN SIGNS: *press down on the control pad.*



TO PICK UP THE BELL: *press down on the control pad.*

TO RING THE BELL: *press the Y Button.*

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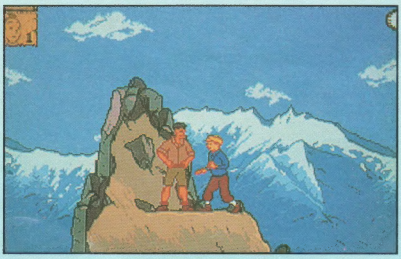
THANKS TO:
François Bourgaux and Moulinsart S.A. , Nicolas Pothier, Vincent Pelisson, Nadège de Bergevin, Sylvain Branchu and all the testing department.



Distributed by:
INFOGRAMES
84, rue du 1er Mars 1943
69628 VILLEURBANNE CEDEX

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PRINTED IN JAPAN